

TWO NEW MEGA-SERIES START INSIDE!

Number 7 21st August 1994
Britain's
OFFICIAL
SEGA
COMIC
Every Fortnight

Sonic *the comic*

95p

starring
SONIC
THE HEDGEHOG



NEW

**STREETS OF
RAGE** MEET THE
STREET FIGHTERS!

NEW

KID

CHAMELEON

MEET THE MULTI-HERO KID!

PLUS

100 SONIC 2

BOOKS TO BE
GIVEN AWAY

FREE

NEWS, REVIEWS, THE Q ZONE - AND MORE!



CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey Boomers! Welcome to a new era of STC thrills! Two major new series make their debut in this issue. You may think you know all about STREETS OF RAGE and KID CHAMELEON, having played the chart-topping Sega games of the same names, but think again. STC brings you all-new stories based around the characters and locations featured in the games. In the case of STREETS OF RAGE, read, for the first time, how Axel, Blaze and Max left a corrupt police force to bring justice to those raging streets!

In KID CHAMELEON you'll learn more about Casey's life outside the virtual reality world of Wild Side as well as how he changes into the incredible characters of Red Stealth, Berserker, Cyclone and many others. You're in for a wild ride, Boomers!

In all this excitement let's not forget the star of our comic - ol' blue spikes himself, Sonic! Big things are in the wind for Sonic and his pals as a very significant event is about to take place on the Planet Mobius! Keep your scanners tuned to these pages.

By the way, this issue also features a mega freebie with 100 (count 'em) copies of Tony Takoushi's guide to Sonic 2 book. Get writing now, Boomers, there's sure to be a rush for these.

If you think The Tak is the only talented scribe working for STC, you'd be very wrong. Game Guru David Gibbon, keeper of the Q Zone, has just had published the 2nd edition of THE COMMERCIAL GAMES PROGRAMMER'S GUIDE (Kuma, £9.95). This technical tome is for any Boomer wanting to seriously get into the world of games programming.

Don't forget, Boomers, I want to hear what you think of STC's fab new line-up of strips. Get writing and drawing.

Megadroid

Sonic Goes Scouting



The UK Scouting Movement gets into some serious Sonic action this autumn as it joins forces with Sega to launch the Sonic SPEED CHALLENGE. This involves selling special Sonic The

Hedgehog Scratchcards to raise money for The Promise Appeal, to help the Scout Movement, between 18th September and 18th December.

Each Sonic Scratchcard will carry three questions on the theme of speed. Reveal three correct answers and you could

win a prize. These range from posters, Game Gears, Master Systems and Mega Drives to the top prize of a Mega CD. In addition, cards with three correct answers can be used to get 10% of the price of Sega game carts at any Comet store in the country. Cards will be priced at 50p each, with 15p of that going to the local Scout Group and 35p going to the national Scout appeal.

Scouts and Cub Scouts themselves can take part in the Sonic Speed Challenge by participating in special speed challenges within their local groups. This involves attempting to set new time records for typical Scouting activities such as putting up tents, lighting fires, tying knots and running relays.

Other parts of the scheme will award certificates, T-shirts and Sega baseball jackets. In addition, every Scout who takes up the Challenge will get an exclusive, limited edition Sonic Woggle (I kid you not!).

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up down non mover NEW RE
↑ ↓ — new entry re-entry

MEGA DRIVE

- 1 NEW JUNGLE STRIKE
- 2 NEW MICRO MACHINES
- 3 COOL SPOT
- 4 FLASHBACK
- 5 PGA TOUR GOLF
- 6 ECCO THE DOLPHIN
- 7 SUPER KICK OFF
- 8 SONIC THE HEDGEHOG 2
- 9 TINY TOONS: BUSTER'S TREASURE
- 10 FATAL FURY

MEGA CD

- 1 ROAD AVENGER
- 2 NEW ROBO ALESTE
- 3 NEW TIME GAL
- 4 AFTERBURNER 3
- 5 BLACK HOLE ASSAULT
- 6 SHERLOCK HOLMES
- 7 JAGUAR XJ220
- 8 PRINCE OF PERSIA
- 9 WOLFCHILD

MASTER SYSTEM

- 1 SONIC THE HEDGEHOG 2
- 2 MICKEY MOUSE 2
- 3 TAZ-MANIA
- 4 WIMBLEDON TENNIS
- 5 LEMMINGS
- 6 G-LOC
- 7 NEW TECMO WORLD CUP
- 8 ALIEN STORM
- 9 RE ALIEN 3
- 10 RE GHOSTBUSTERS

GAME GEAR

- 1 SONIC THE HEDGEHOG 2
- 2 MICKEY MOUSE 2
- 3 LEMMINGS
- 4 MICK & MACK: GLOBAL GLADIATORS
- 5 WIMBLEDON TENNIS
- 6 STREETS OF RAGE
- 7 WWF STEEL CAGE CHALLENGE
- 8 BATMAN RETURNS
- 9 NEW TERMINATOR
- 10 NINJA GAIDEN

*Mega CD chart covers only games released so far.



Editor: Richard Burton • Design: Clare Gillmore • Publisher: Chris Power

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THE OIL OCEAN ZONE: SITUATED HIGH IN THE NORTHERN HEMISPHERE OF PLANET MOBIUS.

NEVER THOUGHT WE'D FIND OURSELVES COMING BACK TO THIS DUMP!

MOVE IT TAILS! LET'S LAND AND GET THIS OVER WITH!

Sonic

THE HEDGEHOG

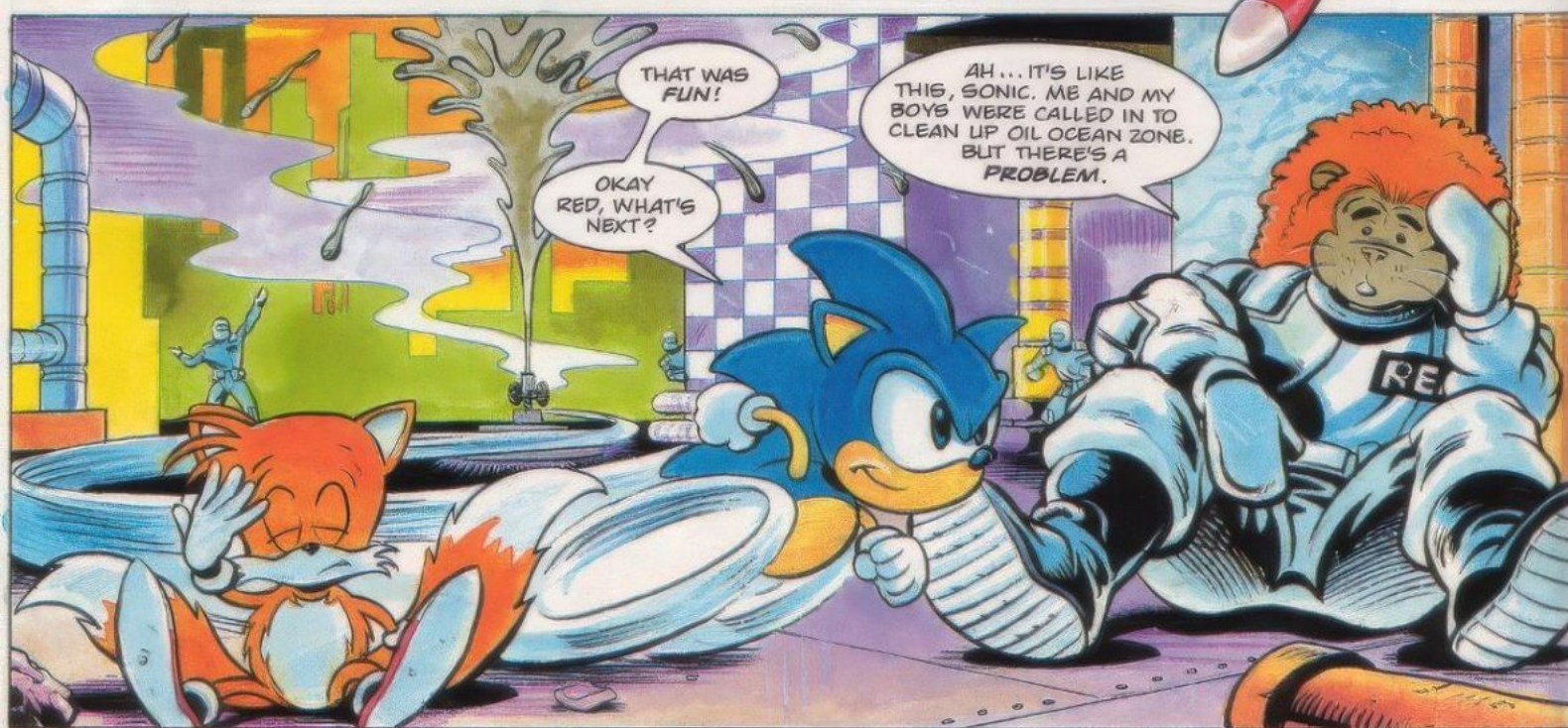
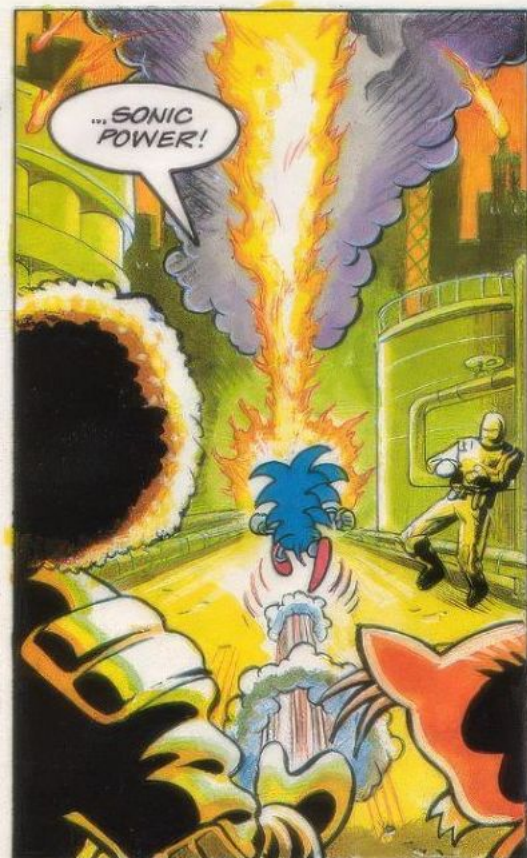
SUPER SONIC

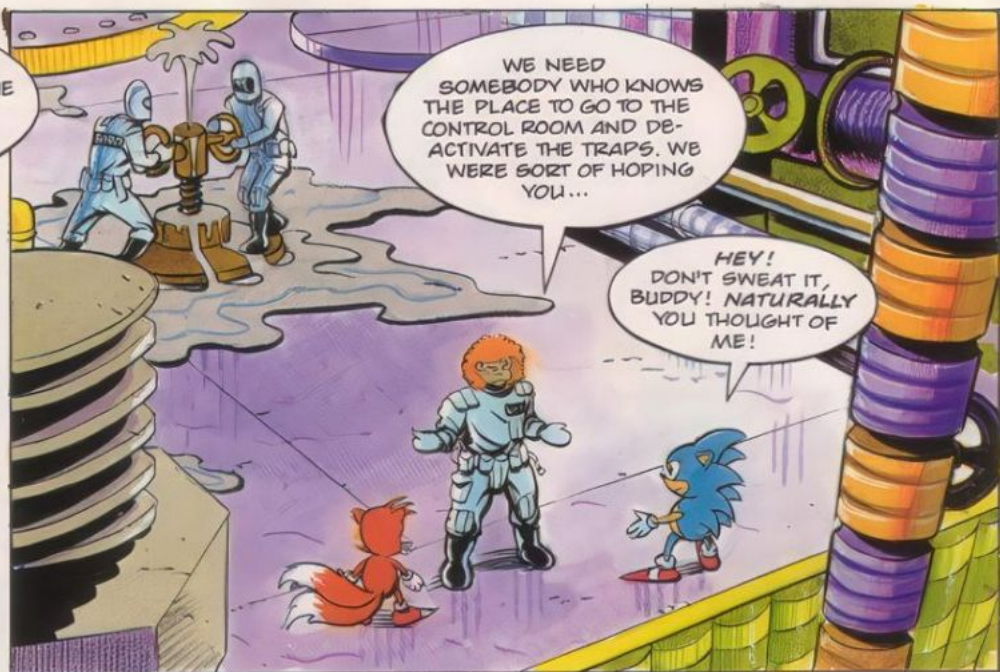
SONIC! THANKS FOR COMING, BUT I THINK IT MAY ALREADY BE TOO LATE!

WE'VE BEEN FIGHTING THIS FIRE FOR THREE DAYS NOW. IF IT SPREADS ANY FURTHER THE WHOLE OF OIL OCEAN ZONE IS LIABLE TO GO UP!

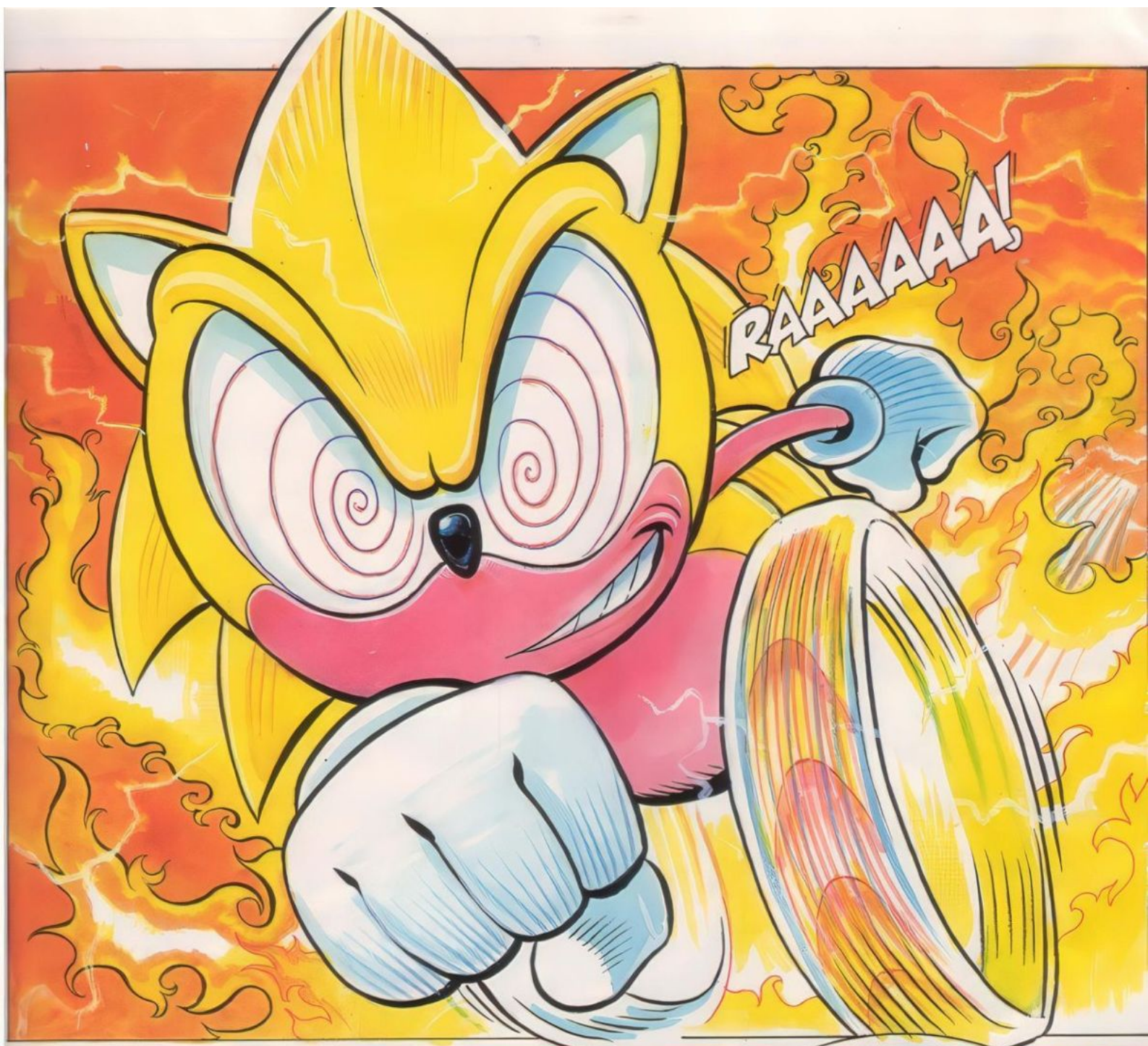
WE'VE THROWN EVERYTHING WE HAVE AT IT BUT IT'S NO USE. I'LL HAVE TO ABANDON THE SITE...

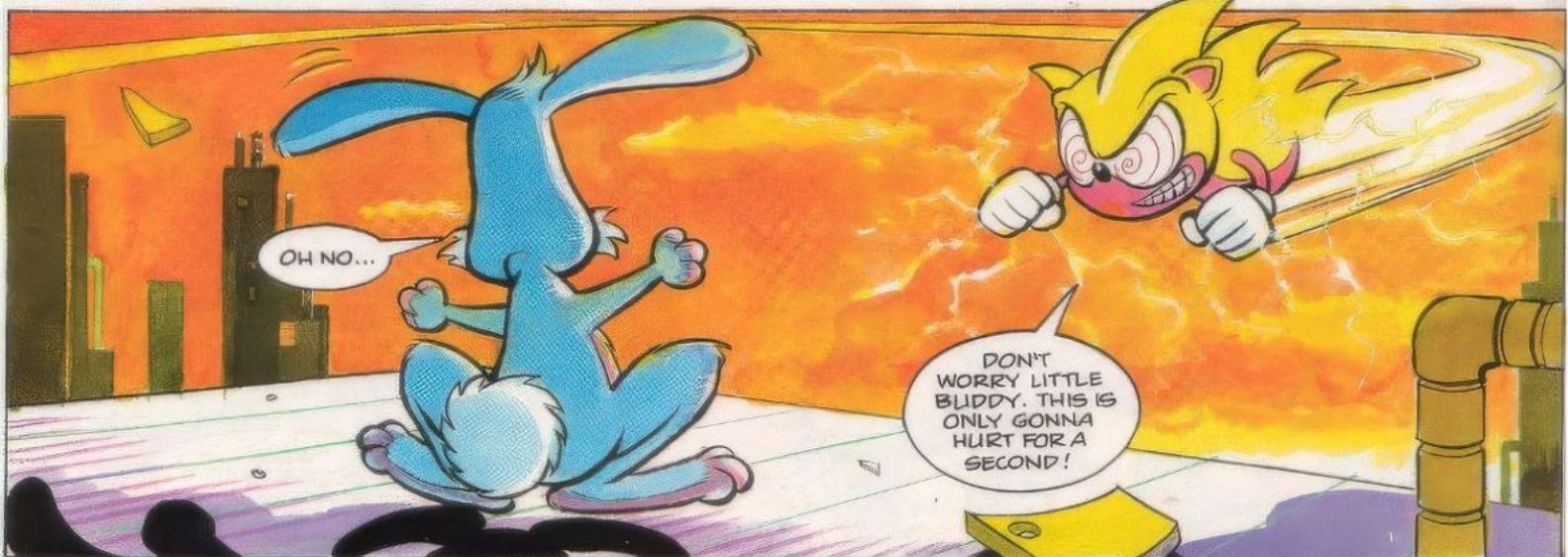
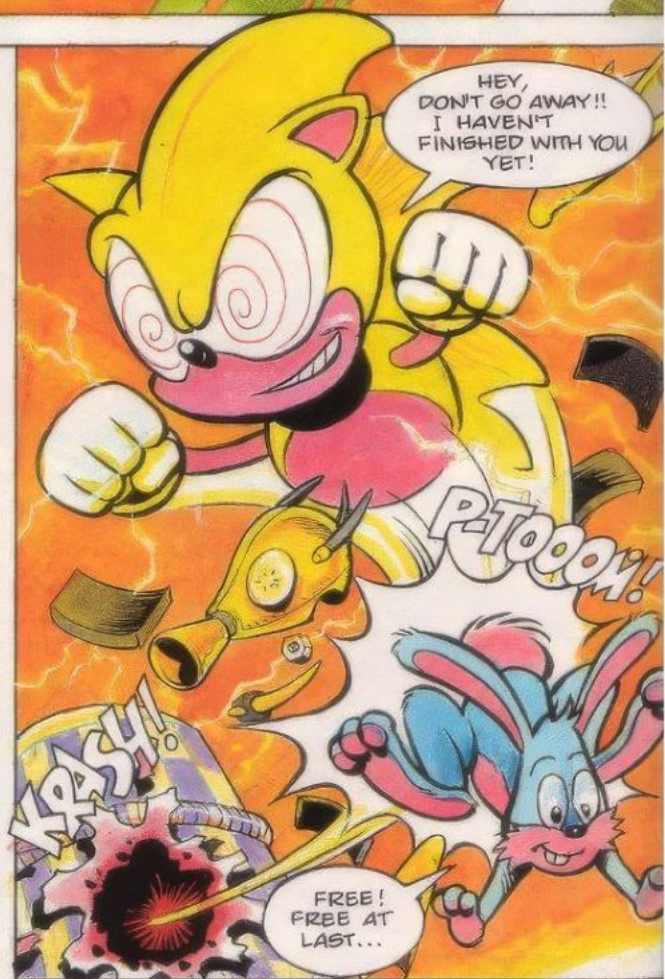
HOLD IT, PAL, THERE'S ONE THING YOU HAVEN'T TRIED YET...













REVIEW Zone

Enter the zone that brings you the up-to-the-nanosecond reviews of all the new releases for the Sega games systems.
STC REVIEWER THIS ISSUE:
Tony Takoushi.

SHINOBI 3

game type:
PLATFORM
1 PLAYER



He's back, he's mean - and he sure is lean! **Shinobi 3 - Return of the Ninja Master**, is the latest in the Shinobi series from Sega. This game was reviewed some months ago by quite a few magazines, but has almost been completely rewritten since then with some original weapons and new magic added.

Shinobi 3 is a really playable game. As before, you control the Shinobi and have to battle through different lands, taking on strange bosses and their lackeys.

You can perform high leaps, double spins, hang from ceilings, throw ninja darts, use magic weapons - and a whole lot more.

Differences between this and previous **Shinobi** games come with new scenes that have Joe Musashi jet-skiing and bareback horse riding! There is also a special wall-bouncing move to get round obstacles. The bosses at the end of each level are gorgeous but special attack styles are needed to get past them.

The graphics, sound and general presentation are excellent. The Shinobi even looks different this time out. His moves are smoother, he is more colourful and packs a mean attack!

Experienced Shinobi players will find **Shinobi 3** has fresh new gameplay and addictive action. - TT.



Mega Drive



Mega CD



Master System



Game Gear

STC Rating System

under 40% - Yawnsville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!



MAKE MY VIDEO: INXS

game type:
MUSIC
INTERACTION
1 PLAYER



INXS are the latest additions to the **Make My Video** series for the Mega CD. Other MMV titles have been released in the USA but this is the first official title for the UK market.

The aim is very simple. Edit together a music video of your own making or follow the hints from some strange characters in a pool hall.

The scene is set with you watching two rather attractive young females playing pool. The only way you get to join in is to edit a video the way they suggest.

The editing is done by choosing from lots of different clips shown on three 'soræns'. After selecting your clips you then get to use some fancy video effects to make it look like your favourite music video: Slow mo, strobe, mirror, flip, captions, freeze frame, colour effects and lots more.

Once you've finished the editing the people in the pool hall bar comment on your efforts as you run it over again and again.

There are different modes where you can just check out the videos or compete with the people in the bar.

Make My Video with INXS is a fun outing with some great music. But if you're expecting a challenging game you might want to give this a miss, rather than a hit. - TT.

FAST FAX

PUBLISHER PRICE
SEGA £44.99

GRAPHICS



SOUND



PLAYABILITY



RAVES

Great new play
touches in the
latest of a
superb series

GRAVES

Follow in the
Shinobi style of
play

OVERALL

85%



GUNSTAR HEROES

game type:

ACTION

1 PLAYER



Welcome to one of the hottest shoot 'em ups - over! Treasure is a new Japanese software house all set to produce some ground-breaking games for the Mega Drive.

The story behind **Gunstar Heroes** is very simple: You have to beat an evil creep who has taken over your world. Along the way you get to face some real brutes.

They come at you from all sides, all the time. The action is non-stop and you have a variety of weapons that you pick up on your travels. There are thin lasers, globby bullets, homing bullets and special fire bombs for close combat.

At the start of each game you can choose from four weapons and which four stages you want to begin your mission on. After that the action is varied with running, shooting, riding a train car, climbing a huge rocket and many, many other exciting situations.

Overall, **Gunstar Heroes** is a shooters' dream. It is slick, exciting and probably the fastest shoot 'em up ever written! - TT.



REVIEW



FAST FAX

PUBLISHER PRICE

SEGA £39.99

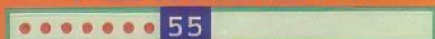
GRAPHICS



SOUND



PLAYABILITY



RAVES

Brilliant music.
Great videos

GRAVES

Not really a
game

OVERALL

70%

FAST FAX

PUBLISHER PRICE

SEGA £44.99

GRAPHICS



SOUND



PLAYABILITY



RAVES

Unbelievable,
palm-sweating,
heart-pounding
action!

GRAVES

Non-stop action

OVERALL

80%



MEGA
NEW
SERIES

KID CHAMELEON

PART 1

I GUESS YOU'VE HEARD OF WILD SIDE. YOU MUST HAVE SEEN THE HYPE.

IT'S THIS MEGA NEW ARCADE MACHINE THAT YOU WALK INTO TO PLAY. USES HOLOGRAMS TO CREATE A REALITY NOT OUR OWN. SOUNDS GREAT, RIGHT?

WELL, LISTEN. TWENTY MINUTES AGO I WALKED IN, AND NOW I FIND THERE'S NO WAY OUT.

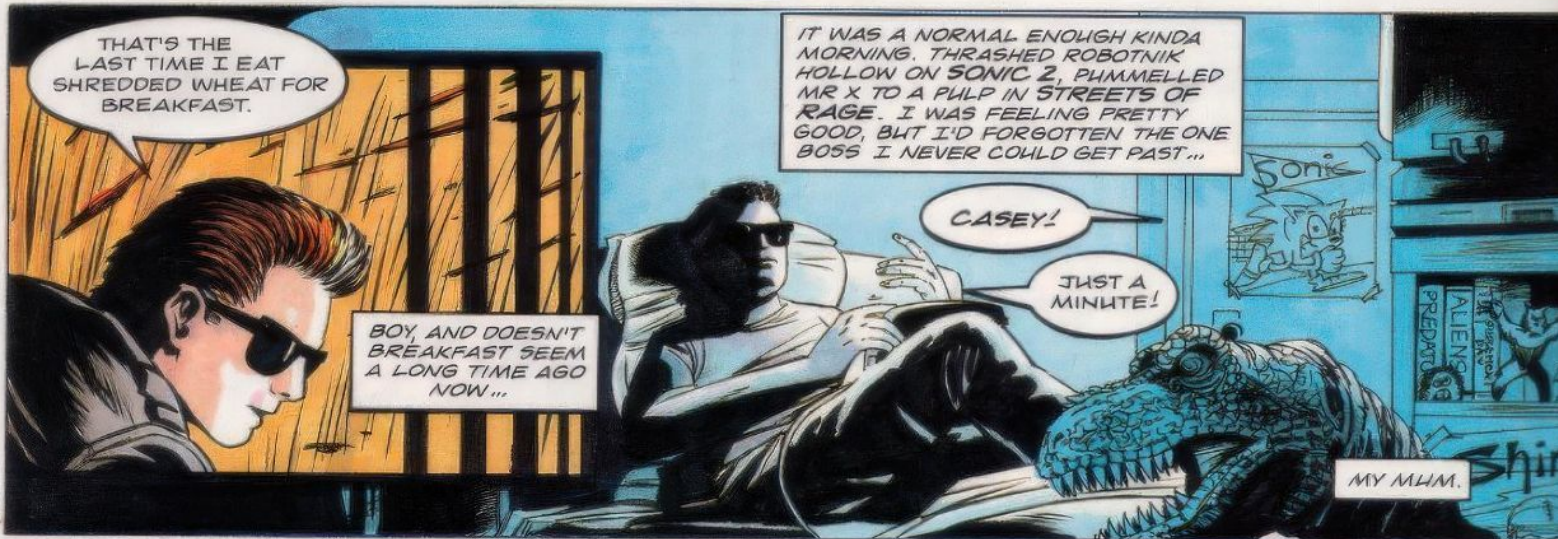
"... AND I'LL TELL YOU, THIS VIRTUAL REALITY FEELS VERY REAL. INDEED!"

RARRGGHH!

HEY! AND YOU WERE MY FAVOURITE IN THE WIZARD OF OZ!

WHIRR!

HOLY COMBINE HARVESTERS!



THAT'S THE LAST TIME I EAT SHREDDED WHEAT FOR BREAKFAST.

IT WAS A NORMAL ENOUGH KINDA MORNING. THRASHED ROBOTNIK HOLLOW ON SONIC 2, PHAMMELLED MR X TO A PULP IN STREETS OF RAGE. I WAS FEELING PRETTY GOOD, BUT I'D FORGOTTEN THE ONE BOSS I NEVER COULD GET PAST...

BOY, AND DOESN'T BREAKFAST SEEM A LONG TIME AGO NOW...

CASEY!

JUST A MINUTE!

MY MUM.



CASEY, I'M NOT TELLING YOU AGAIN. NO SON OF MINE SPENDS ALL WEEKEND INDOORS PLAYING VIDEO GAMES.

GIVE ME THIRTY SECONDS! TWO LEVELS MORE AND I'VE CLOCKED THIS ONE.

I'VE TOLD THAT NEW GIRL'S MUM YOU'D GO NEXT DOOR TO SEE HER...



...AND YOU'RE GOING!

I... I CAN'T BELIEVE YOU JUST DID THAT! FOUR MILLION POINTS, AND SIX CONTINUES. I'LL RING DAD. I'LL RING CHILDLINE!

YOU REALLY OUGHT TO GO OUT AND MIX WITH PEOPLE, YOU KNOW. YOU'LL LIKE SUZI!



SUZI? SUZI MOVED NEXT DOOR? I FIGURED I COULD GIVE THE MEGA DRIVE A REST FOR THE AFTERNOON.

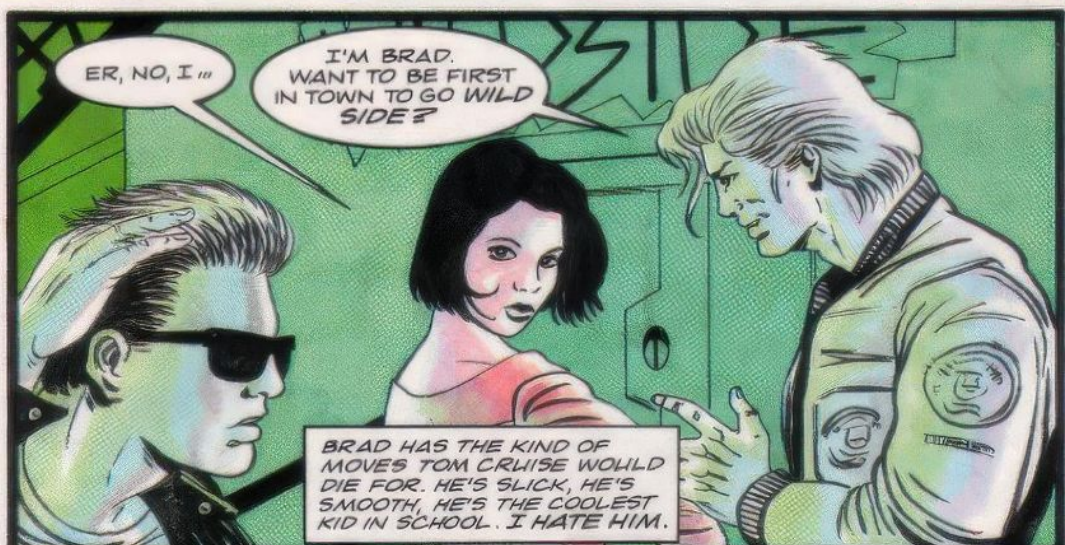
SUZI'S JUST STARTED AT SCHOOL, SEE, AND SHE'S KIND OF NEAT. A REAL GOOD LAUGH, AND SHE PLAYS A GAME GEAR BETTER THAN MOST OF MY MATES.



WILDSIDE IS HERE! →

I FIGURED IF SHE LIKES VIDEO GAMES, SHE'D BE DOWN AT THE ARCADE. TODAY WAS THE DAY THEY BROUGHT OUT THE WILD SIDE MACHINE - THE STATE-OF-THE-ART VIRTUAL REALITY SYSTEM.

NORMALLY, I'D BE DEAD EXCITED BY THAT. TODAY, I WAS REHEARSING JUST WHAT I COULD SAY TO SUZI...



SO, ANYWAY, I WAITED THREE HOURS IN THAT ARCADE FOR THEM TO COME OUT. NOT THAT I WAS DESPERATE TO TALK TO SUZI OR ANYTHING.

HEY, I'M OUTTA HERE, MAN. YOU COMING?

NAH, I WANT TO CHECK OUT WILD SIDE. BEATEN EVERYTHING ELSE IN THIS ARCADE.

GUESS YOU'LL BE A COUPLE MORE HOURS THEN. RECKON SUZI AND OLD BRADDY BOY'VE HIT A HI-SCORE, KNOW WHAT I MEAN?

SURE BEEN IN THERE A LONG TIME.

... AND THEN I NOTICED IT. THE DOORS ON WILD SIDE STARTED TO OPEN, STEADY AND SLOW.

SUZI? BRAD? HOW'S THE GAMEPLAY THEN, GUYS?

GUYS?

A TRULY WORTHY OPPONENT. WELCOME, CHAMELEON...

HEY, GREAT SOUND EFFECTS, BUT YOU GOT THE NAME WRONG ...

KKCHNNNG!
AT LAST!

BRAD?

AND THEN THE GAME STARTED - FAST AND HARD.

WHICH IS WHERE
YOU CAME IN.

ARRRGH!

IT'S SUPPOSED TO BE
VIRTUAL REALITY, RIGHT?
BUT THE CHASE MAKES
YOU SWEAT AND THESE
TEETH ARE SHARP.

GUESS I JUST HAVE TO KEEP
REMINDING MYSELF IT'S AN
ELECTRONIC ILLUSION. JUST
CHANGING PATTERNS, LIKE
BITS OF GLASS IN A TOY
KALEIDOSCOPE.

NOT REAL !!!
KALEIDOSCOPE !!!

JUST CHANGING
COLOURS, LIKE
THE SKIN OF A
CHAMELEON.

HEY !!! ?

WHAT'S
HAPPENING --- ?

NOT REAL !!!
CHAMELEON !!!

NEXT ISSUE - IN THE UNDERCUTS!

NEWS Zone

Gee it's the GGGG!

Game Gear gets own Game Genie

Frustrated Game Gear players, help is at hand - there is a **Game Genie** coming your way soon!

The latest in a long line of **Game Genie** video game enhancers has been designed specifically for Sega's hand-held game system.

Looking like something Batman would not be ashamed to have in his utility belt, the **GGGG** slots into the Game Gear's cart slot and accepts standard GG cartridges. On power-up, a code screen is shown onto which you can enter **Game Genie's** special codes. These enable you to access extra lives, more weapons, special sections and a whole lot more. A glance at **STC's Q Zone** will show you the types of codes available for Mega Drive owners using the **Game Genie**.



Looking like something out of *Batman Returns*, the Game Gear Game Genie installed.

Initially, there will be codes available for over 90 of the most popular Game Gear games, with regular updates available via a special phone helpline. A mini-codebook comes with the **GGGG** which can be stored in the back of the unit.

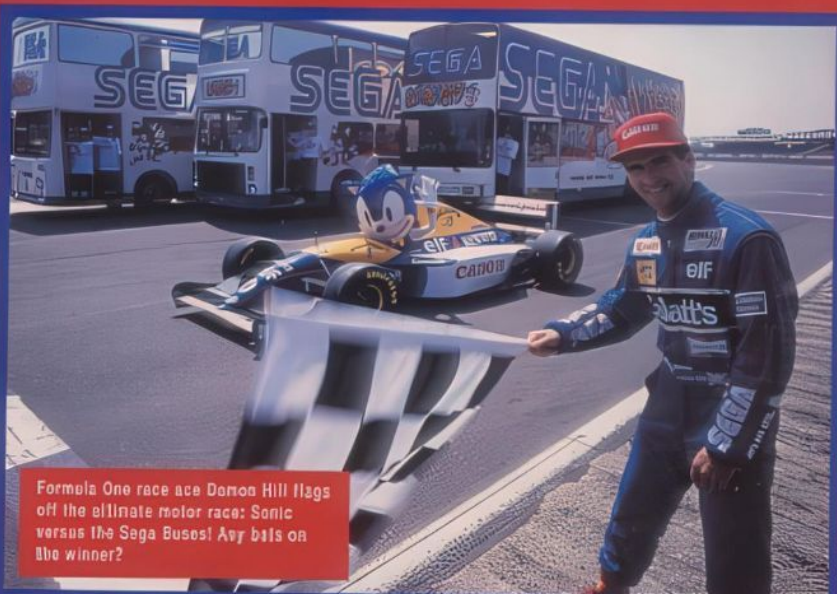
Hornby Hobbies, UK distributor of the **Game Genie**, plan to release the **GGGG** around December 93/January 94. No price details as yet.

In a mysterious statement to **STC**, Hornby Hobbies said that the **Game Gear Game Genie** will also contain a number of "...hidden secrets yet to be revealed". We'll keep you posted.



The Game Genie will for the Game Gear. It slots into the normal cartridge slot.

Buses Get In Gear



Formula One race ace Damon Hill flags off the ultimate motor race: Sonic versus the Sega Buses! Any bets on the winner?

The **Sega Bus** is continuing to tour the country bringing high-tech Sega funpower to a venue near you.

A special phone line has been set-up to bring to the very latest timetable for the buses (all three of them) during the summer months. All you have to do is call the following number:

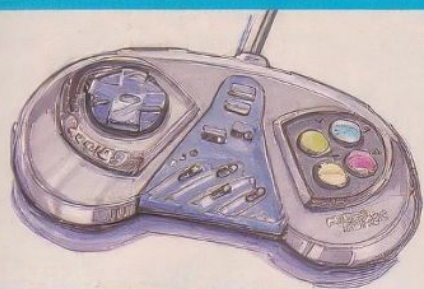
0891 700505

Calls to this number are charged at 36p per minute cheap rate and 48p per minute at all other times. You must make sure you have the permission of the person who pays the phone bill in your house before you make your call. All revenue generated from the line will be donated to the **NSPOC**.

If you get to one of the buses let **STC** know how you got on, and, if possible, send us a photo of you with the bus. We'll print the best ones in future issues.

The Shape Of Sticks To Come

Logic 3 previews two new controllers



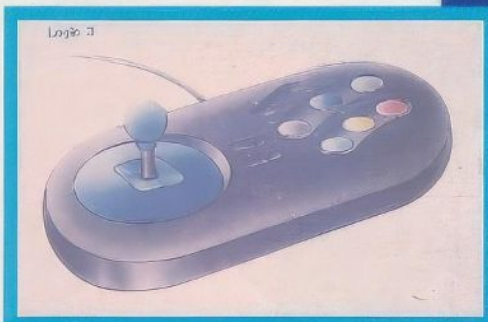
The Logipad - artist's impression

The **Phantom** is a larger controller, also with closed micro switches. In addition it features a eight-directional arcade-type joystick and six fire buttons. Other goodies are autofire speed control, slow motion and a generous 2.5 metres of cable. Price is expected to be £24.99.

Both controllers are fully compatible with the Sega Mega Drive and some other inferior game systems. Launch dates have yet to be confirmed. Keep watching the skies.

Power hitters, get ready. Logic 3 have given a sneak preview of two new console controllers currently in development.

The **Logipad** is the world's first games pad with closed micro switches. It also features independent semi and autofire on all six fire buttons. Pricing is expected to be from £17.99.



The Phantom - still on the drawing board

Pond Life

James Pond comes up for the third time

James Pond 3 - Operation Starfish marks the return of gamedom's favourite finned secret agent to the Mega Drive scene.

This new 16-Meg cart, coming from Electronic Arts in September, features over 100 levels of cosmic capers as James Pond heads for the Moon. His mission is to stop the evil Dr. Maybe who has a fiendish plan to monopolise the world's dairy market (hey, it beats destroying the universe!)

Pond is joined in the new game by trainee F.I.S.H. agent Finnius Frog, and is armed with a whole new range of weapons and power-ups. In addition to JP's jumping, running and walking abilities, he now gets to use suction boots (allows him to walk on any surface), a fruit suit (doubles as a deadly attack weapon - honest), skis, rocket boots and anti-gravity boots. He also gets to drive a lunar buggy, a drilling machine, a giant moon-worm and a mini rocket.

James Pond 3 - Operation Starfish is due in September for the Mega Drive, priced £44.99. Watch for the unbiased STC review.



James Pond: boldly going where no fish has gone before!



New Releases - September

Christmas is coming (aargghh!) and the big games are coming out to play. Here is a list of new releases heading your way during September. It's as accurate as we can make it but, be warned, there could be last minute changes, additions or deletions. The software companies just love to bug us!



Jurassic Park (Sega)
Ultimate Soccer (Sega)
Shinobi 3 (Sega)

Wimbledon Tennis (Sega)
Ranger X (Sega)
Gunstar Heroes (Sega)
Rocket Knight (Konami)
Haunting (Electronic Arts)
Chuck Rock 2: Son of Chuck (Core Design)
James Pond 3 (Electronic Arts)
F1 (Domark)



Terminator (Virgin)
Wonderdog (JVC)
Thunderhawk (Core Design)

Sherlock Holmes 2 (Sega)
Make My Video: INXS (Sega)
Make My Video: Kriss Kross (Sony)
Make My Video: C&C Music Factory (Sony)
Sewer Shark (Sony)
Chuck Rock 2: Son of Chuck (Core Design)
Batman Returns (Sega)



The Flash (Sega)
Power Strike 2 (Sega)
Chuck Rock 2: Son of Chuck

(Core Design)
Road Runner (Sega)
Wolf Child (Virgin)
Super Off Road Racing (Virgin)



Power Strike 2 (Sega)
Strider 2 (US Gold)
Wolf Child (Virgin)

James Bond 007 (Domark)
Chuck Rock 2: Son of Chuck (Core Design)

Start making those lists now, Boomers!

THE CITY, TEN MINUTES IN THE FUTURE.
PATROLMAN AXEL STONE RADIOS IN.

STONE TO CONTROL.
RESPONDING TO
DISTRESS CALL FROM
FINCH ALLEY.

NO SIGN OF ANY
TROUBLE. I'LL TAKE
A LOOK AROUND.

MEGA
NEW
SERIES

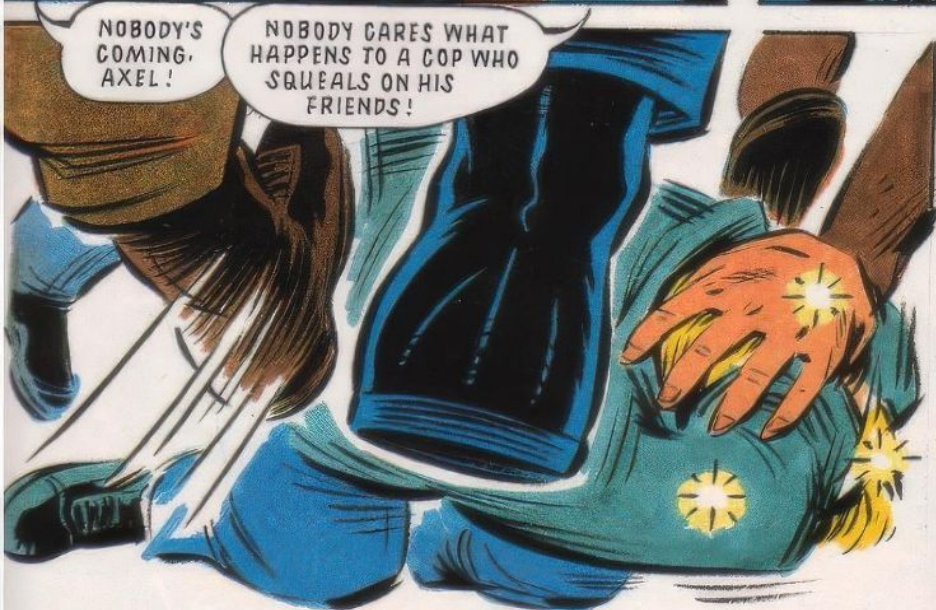
STREETS OF RAGE

LISTEN UP, CREEPS!
THIS IS THE
POLICE!

NO POINT HIDING...

THIS PLACE IS
GONNA BE CRAWLING
WITH COPS ANY
MINUTE!

YOU SHOULDN'T
HAVE COME HERE,
LAWMAN...



MUCH LATER.

CHIEF SAID HE THREW HIMSELF INTO THE RIVER... SWAM NEARLY TWO MILES AND WAS FISHED OUT BY A TRAWLER.

OH, MAX... WHAT HAVE THEY DONE TO POOR AXEL?

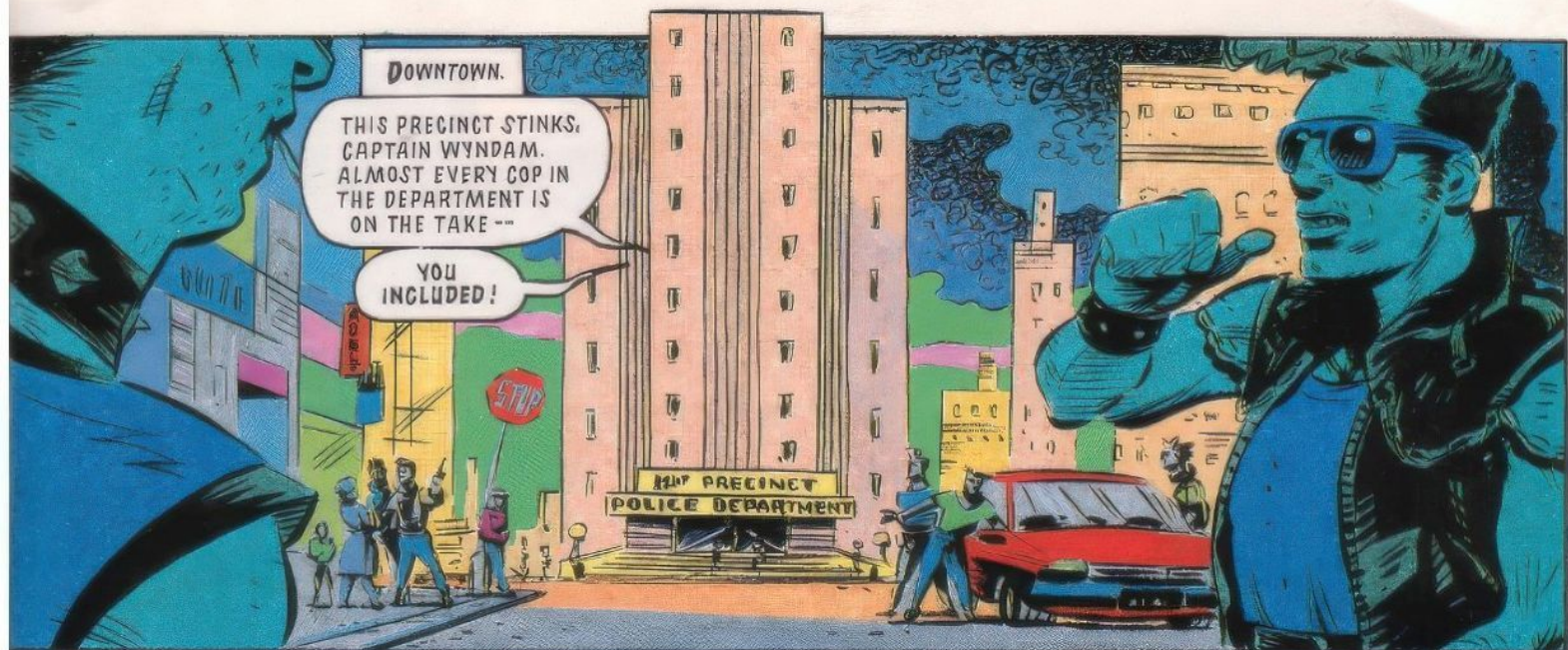
I DON'T THINK THE PROBLEMS END HERE, OFFICER FIELDING. THIS WAS FOUND IN HIS CLOTHING.

YOUR FRIEND WAS LUCKY TO ESCAPE WITH HIS LIFE.

X-RAYS SHOW EXTENSIVE BONE DAMAGE AND MASSIVE INTERNAL BLEEDING.

HARD TO IMAGINE HOW HE MANAGED TO GET AWAY.





DOWNTOWN.

THIS PRECINCT STINKS, CAPTAIN WYNDAM. ALMOST EVERY COP IN THE DEPARTMENT IS ON THE TAKE ---

YOU INCLUDED!

121st PRECINCT
POLICE DEPARTMENT



THOSE ARE MIGHTY SERIOUS ACCUSATIONS, MAXIE-BOY. JUST HOW DO YOU INTEND TO BACK THEM UP?

WE'RE THROUGH MAKING COMPLAINTS, WYNDAM---



WE QUIT!



MAX! BLAZE! WHAT THE HELL IS GOING ON HERE?

IF YOU TWO BREATHE A WORD TO THE MEDIA I'LL---

SHOVE IT, FATBOY!



GREAT! NOW WHAT DO WE DO?

WE HIT BACK AT THE CREEPS WHO ALMOST KILLED AXEL, BLAZE! WE CAN'T TRUST THE POLICE OR THE CITY COUNCIL, SO WE TAKE CARE OF THINGS OURSELVES.



FIRST STOP --- THE GUN STORE! WE NEED SOME SERIOUS FIREPOWER.

LATER, A PHONE RINGS IN A PLUSH, UPTOWN APARTMENT.

PHONE FOR YOU, HAWK.

IT'S POLICE
CAPTAIN WYNDAM.

WHAT IS IT, WYNDAM?

MUST YOU ALWAYS CALL
WHILST I'M TAKING
MY EXERCISE?

WHAT? YOU
CALL ME AT
HOME TO
TELL ME TWO
POLICE
OFFICERS
HAVE
RESIGNED?

YOU DON'T UNDERSTAND, SIR.
THESE AREN'T TWO ORDINARY
POLICE OFFICERS. I'M TALKING
ABOUT BLAZE FIELDING AND
MAX HATCHET—

BLAZE AND MAX?
WHY DIDN'T YOU
SAY SO, WYNDAM--

NOW IT'S
PERSONAL!

NEXT: THE CLEAN-UP BEGINS.

Q Zone

Q is for Question.

Q is for Query.

Q is for Quandary.

Enter the **Q** Zone for hints, tips and help with your favourite Sega games.

Welcome again to the **Q** Zone, a place of help and solutions to those really difficult games. Our Game Guru, David Gibbon, is standing by to answer your problems. Drop a line to the **Q** Zone with your query. Alternatively, share a hint, tip or solution with your fellow gamers. All are welcome.

MICRO MACHINES

Tips



This is the first Sega game from Codemasters and is one of the best releases of the year up to now. If you are having problems with the game then take a look at these general tips for help:

1. Always select Spider for yourself as he is the best driver available. Choose a hard driver as your opponent in the early rounds leaving the easier ones for the harder courses.
2. The secret to winning is practise. Get used to track 1, complete it, then go onto track 2. Get used to track 2, complete it, then onto the next one. Keep going like this and you will soon be the champion.
3. You don't have to stick to the track when driving, making it easy to take short cuts to get in front of your opponent.
4. On courses where you race on a table top, it's possible, with careful driving, to ram your opponent off the table winning you a valuable point.
5. Racing around the pool table in the formula one cars is probably the most difficult track. Because of the great speed they travel at, it's easy to fly off the edge. The trick is to press the accelerator button and as soon as you build up an acceptable speed let go. Keep doing this and you should be able to take the corners much better.



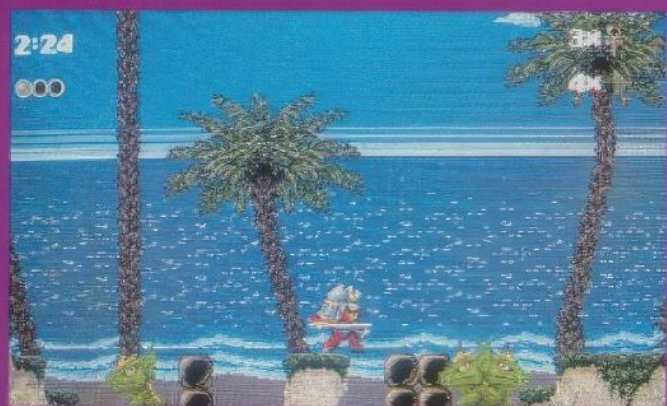
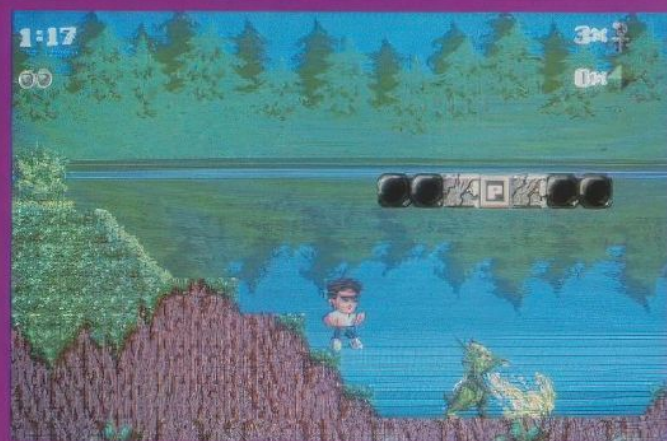
KID CHAMELEON

Tips



With the start of the series in this issue of **STC**, here is some help for this great Mega Drive platformer. If you have been wondering what it would be like to see the last boss then wonder no more because here is the cheat to do just that:

Start by making your way to the Blue Lake Woods in Level 2 until you come to the Flag at the end. Don't touch the Flag, but climb up to the last Prize Block and press Down and Right while keeping the Jump and Special Attack buttons held down.



MICK & MACK: GLOBAL GLADIATORS

Tips



Playing this game as Mick or Mack can be great fun, but hard. Great graphics, sound, and bonus screen don't help you complete the game. However, using this cheat will make it much easier:

Reset the game and as soon as the Sega logo appears press C, B, A and Start in a rhythm four times before the logo disappears. It's quite hard to get right, but if done correctly a crack screen will appear giving you Infinite Lives, Level Select and a Photo Freeze.

COBRA COMMAND



One of a new breed of games on the Mega CD. Cobra Command is a great flight simulation with brilliant graphics. Problem is, it's very difficult and you constantly have to restart from the beginning. However, here is a cheat to change all that:

Press Start so that both Game Start and Config Mode appear. Press Up, Down, Left and Right. You should hear an explosion sound telling you the cheat is activated. Then select Config Mode and an extra option, Training Mode, should appear. Now, every time you lose a life you just continue the game!

To become invincible press B, A, C, A, Left, Left, Right and Left on the title screen, and for a Level Select press Up, Left, Right, Right and Up. You can now select your level by pressing the Left or Right button.

Tips

SONIC THE HEDGEHOG 2



Oh no, not that level select

cheat again, surely? No way, this is a new cheat for Sonic 2 in the Casino Night Zone:

Jumping into the fruit machine is a bit of a gamble; sometimes it pays off, and sometimes it can be disastrous. To help you win loads of rings try this: Start the wheels spinning and as soon as the first reel stops press C immediately. If you timed it to perfection reels two and three will get the same symbol as reel one.



Tips



game genie update

Got a Game Genie (if not, why not?) Got a Mega Drive? Then you'll find these new codes mega useful!

Special thanks to those friendly folk at Hornby Hobbies for supplying the Game Genie codes

LEMMINGS

There's almost as many Game Genie codes for this game as there are Lemmings! Here's are a few to give you lots of workers:

Always start with 50 climbers	SVJTBRL + GKJTAADN
Always start with 50 floaters	SVJTBRL + GKJTAADW
Always start with 50 bombers	SVJTBRDO + GKJTAAD2
Always start with 50 blockers	SVJTBRD6 + GKJTAAD8
Always start with 50 builders	SVJTBREC + GKJTAAEE
Always start with 50 bashers	SVJTBREJ + GKJTAAEL
Always start with 50 miners	SVJTBREX + GKJTAAET
Always start with 50 diggers	SVJTBREY + GKJTAAEO

JAMES BOND - THE DUEL

We printed the solution to this game in STC 4. However, for Game Genie owners, here are some codes to help Bond on his way.

Infinite lives	ATGAAA56
Infinite continues	ATGAAA70
Infinite ammunition	AE8AAA9N
Starts on Mission 2	AECAAGC
Starts on Mission 3	AJCAAGC
Starts on Mission 4	ANCAAGC
Starts on Mission 5	ATCAAGC
Cannot be harmed by enemy fire	AMKAAA56
Jump higher	7LPTB98E

TAILSPIN

Fly yourself out of trouble with these great codes for another fun-packed Disney game.

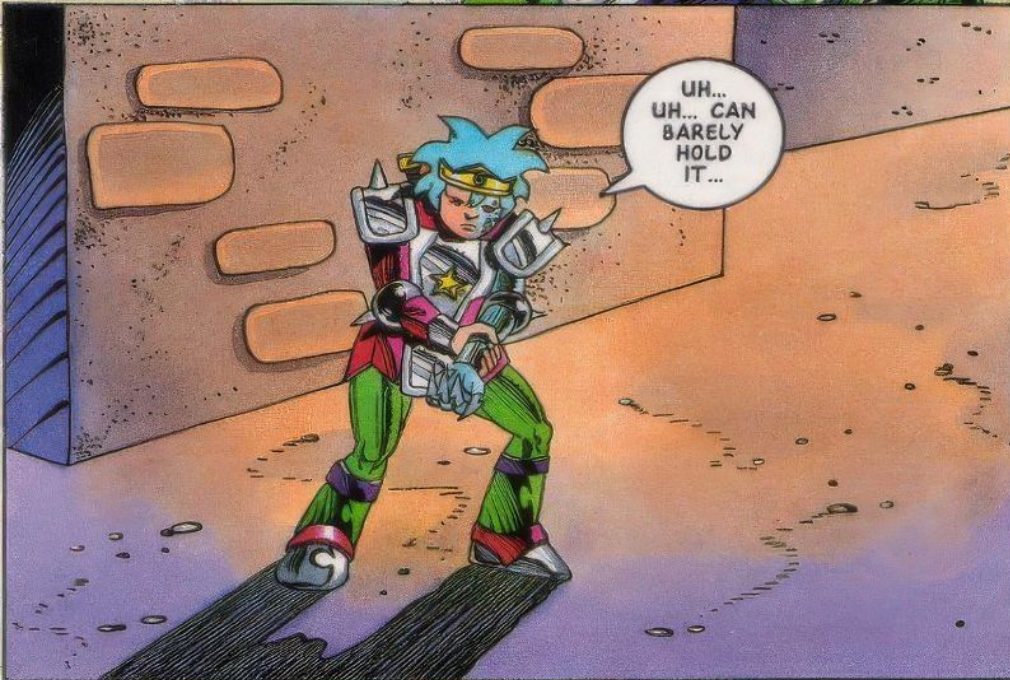
Infinite lives - player 1	ATSTAA92
Infinite lives - player 2	ATTAA66
Infinite health - not on plane level	EMSTCA66
Infinite time	AJSAAA9N
Star prize is worth double	PTIABJXW
Star prize is worth treble	PTIABNXW
8 days to complete game	BAPTAADY
Time runs slower	EASAB2HG

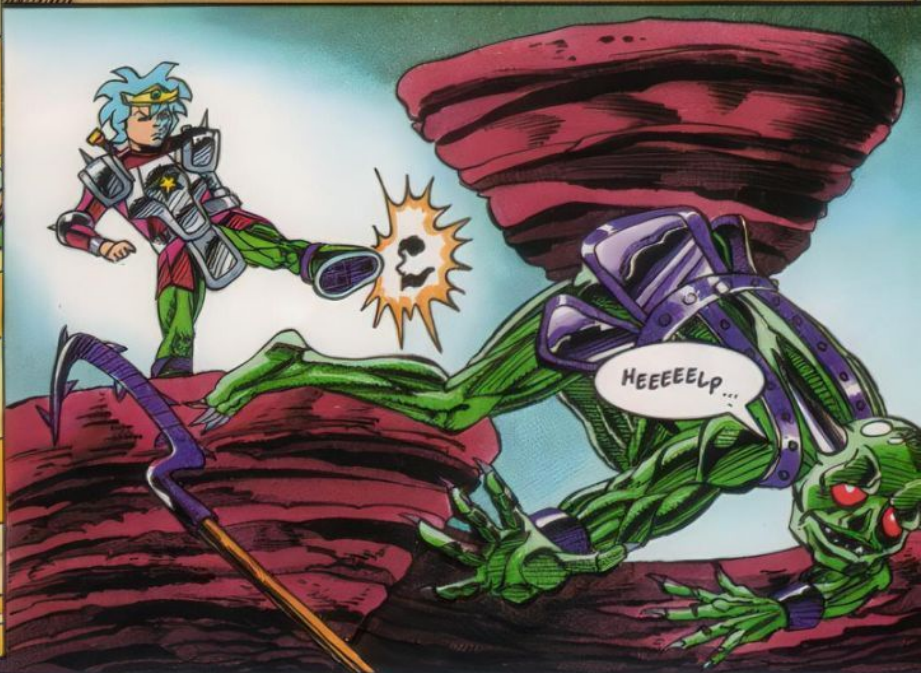
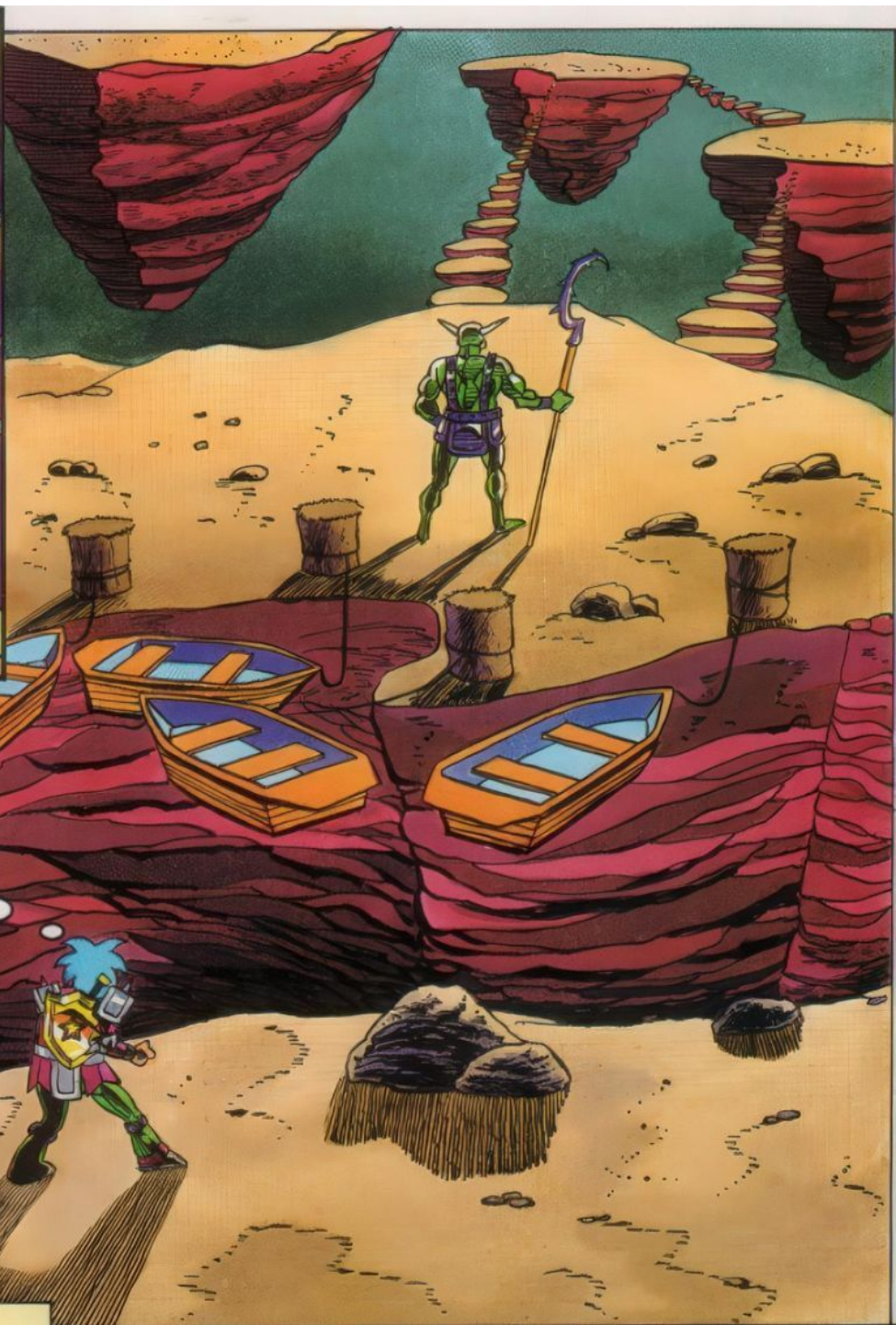
WONDER BOY

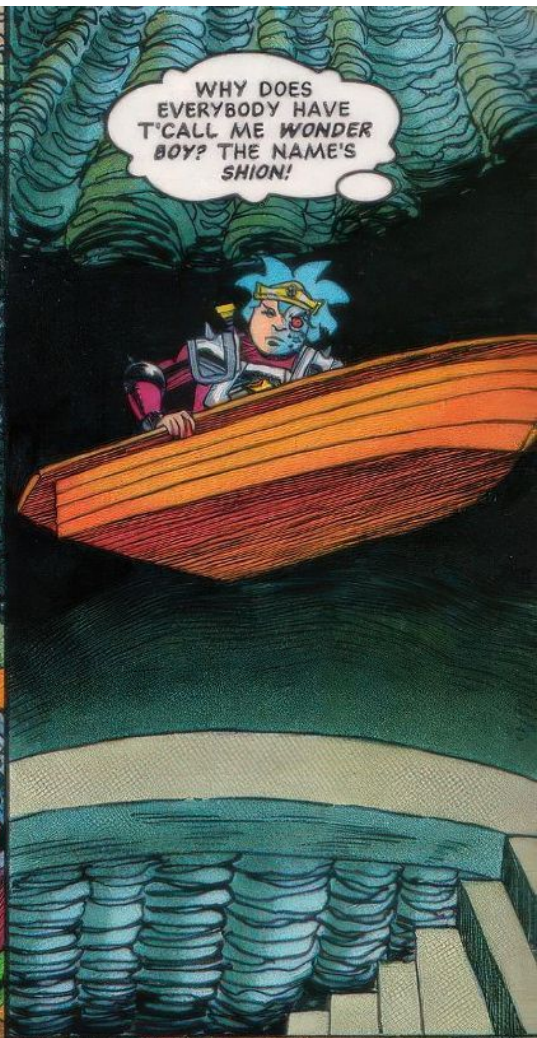
in
DEMON WORLD
part 6

SHUN THE WONDER BOY IS SEARCHING IN DEMON WORLD FOR SOME VILLAGERS WHO'VE BEEN KIDNAPPED BY GRIMOMEN THE DEMON LORD.

THE SHAME INN IN DEMONOPOLIS.









OH MY GOSH! THEY'RE TURNING INTO DEMONS.

HELP US.

KILL ME.



GRIMOMEN DID THIS TO US. YOU MUST STOP HIM. HE'S BUILDING AN ARMY.



EVENTUALLY, SHION REACHES PIT BOTTOM.

MARK WUZ HERE!

AH, I'VE BEEN WAITING FOR YOU.



I'M GOING TO NAIL YOU TO THE WALL AND WHEN YOUR TRANSFORMATION IS COMPLETE YOU'LL SIT AT MY RIGHT HAND...

...AND KILL AT MY COMMAND.

NEVER!



I'VE COME TO TAKE MY FRIENDS BACK.

HAH, HA, HA! YOU? SHION THE WONDER BOY?

WHAT MAKES YOU THINK YOU CAN ENTER MY PITCASTLE AND THREATEN ME?

NEXT ISSUE: DEMONIC TRANSFORMATIONS

SPEEDLINES



Dash off a letter, draw a quick sketch. In short, let Megadroid know what you like (or loathe!) about STC.

Send your letters and drawings to:
Speedlines, Sonic The Comic,
25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system (MD, MCD, MS or GG) clearly. Remember, every letter and drawing printed wins a Segasational prize!



Good Idea

Dear Sonic The Comic,

What a comic! It's the best I have seen since the Beano. I would like you to answer this question. What gave you the idea to turn Sega characters into comic strips?

Robert Davies, Blaenavon, Gwent. MS owner. Sonic badge winner.



Easy one, Robert. When we saw what fabulous characters Sega used in their game how could we not make them into comic strips?

Choose Early For Christmas!

Dear STC,

I am writing to ask which I should get for Christmas. Should I ask for a Game Gear, a Mega Drive or a Mega Drive 2? Please tell me which is the best value for money and which has got the widest range of games, also good but cheap games (I only get £5 per week).

John Thompson, West Bowling, W. Yorks. Sonic badge winner.



Tough choice, John. The Game Gear has the cheaper games but has a very small screen and only runs 8-bit games. The Mega Drive is more expensive but has a huge range of top quality 16-bit games, which are more pricey. And the Mega Drive 2 isn't even out yet! I suggest you talk nicely to whoever is buying your present and see what they can afford. Any other

Boomers out there got any advice for John?



So what happened, Lucinda. Did you eventually have your dinner? Did you ever eat again? You can't leave the massed ranks of STC Boomers dangling like this. We demand to know!



Super Sonic! Scott Jackson, Preston, Lancs. MD owner. Sonic badge winner.

Class Act

Dear STC,

Most of my class and I buy STC because it's great value for money. We all say it beats the living daylights out of other comics. Will you do a strip of Chuck Rock?

Darren St Marie, London. Sonic badge winner.



Sounds like you're in a pretty cool class, Darren. Say hi to them for me. As for Chuck Rock, I'll put him on my ever-growing list of strip possibilities.

Get Printed + Win a Prize!

It's true! Every letter and drawing appearing on this page wins a Segasational prize! Yes, this brilliant Sonic 2 badge - exclusive to STC - can be yours! Commemorating the earth-shattering appearance of the second Sonic The Hedgehog game, the badge shows Sonic and Tails, is made of metal and has a snazzy clutch pin fitting. Be the coolest Sonic Boomer in your area - get writing and drawing now!



NEXT ISSUE

GET STREETS
AHEAD WITH THE
HOTTEST COMIC
AROUND!

STREETS OF RAGE

Feel the
rage as Max and Blaze
get tough on
the streets!

KID CHAMELEON

Fields of Screams:
Red Stealth
scythes through the Wild
Side buddies

WONDER BOY

Shion vs
Grimomen - the
fight to the
finish!

PLUS

The story you've
been waiting for -

THE ORIGIN OF SONIC THE HEDGEHOG

SONIC THE COMIC No. 8

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SEPTEMBER 4th

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London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or
achievement here!

GAME.....

SCORE/ACHIEVEMENT.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see
as a STC strip in the future?

I THINK.....

.....

would make a great comic
strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories
in this issue in order of
preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 7
OF **STC?**

%